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1 Optimizing cell-size in grid-based DDM

Rassul Ayani, Farshad Moradi, Gary Tan

May 2000 Proceedings of the fourteenth workshop on Parallel and distributed simulation

Full text available: pdf(740.28 KB) Additional Information: full citation, abstract, references, index terms

In a large-scale distributed simulation with thousands of dynamic objects, efficient communication of data among these objects is an important issue. The broadcasting mechanism specified by the Distributed Interactive Simulation (DIS) standards is not suitable for large scale distributed simulations. In the High Level Architecture (HLA) paradigm, the Runtime Infrastructure (RTI) provides a set of services, such as data distribution management (DDM) among ...

**Keywords**: HLA, data communication, data filtering, distributed simulation, group communication

<sup>2</sup> A publish/subscribe COBRA persistent state service prototype

C. Liebig, M. Cilia, M. Betz, A. Buchmann

April 2000 IFIP/ACM International Conference on Distributed systems platforms

Full text available: pdf(283.92 KB) Additional Information: full citation, abstract, references

An important class of information dissemination applications requires 1:n communication and access to persistent datastores. CORBA's new Persistent State Service combined with messaging capabilities offer the possibility of efficiently realizing information brokers between data sources and CORBA clients. In this paper we present a prototype implementation of the PSS that exploits the reliable multicast capabilities of an existing middleware platform. This publish/subscribe architecture makes ...

3 Matching algorithms: Attribute-based filtering for embedded systems

Carlos Mitidieri, Jörg Kaiser

June 2003 Proceedings of the 2nd international workshop on Distributed event-based systems

Full text available: pdf(247.35 KB) Additional Information: full citation, abstract, references

Filters are essential components of a publisher/subscriber communication systems. They provide the necessary selectivity enforcing that a subscriber only is notified about the events for which it actually has subscribed. The paper deals with the problem of establishing a

filtering mechanism suitable for distributed systems in which the nodes have memory and performance constraints and the interconnection network has a limited bandwidth, e.g. as in systems composed from smart sensors and actuator ...

**Keywords**: embedded, publish/subscribe, real-time, sensors

4 <u>Data management issues in electronic commerce: An active functionality service for e-business applications</u>

M. Cilia, A. P. Buchmann

March 2002 ACM SIGMOD Record, Volume 31 Issue 1

Full text available: pdf(531.51 KB) Additional Information: full citation, abstract, references

Service based architectures are a powerful approach to meet the fast evolution of business rules and the corresponding software. An active functionality service that detects events and involves the appropriate business rules is a critical component of such a service-based middleware architecture. In this paper we present an active functionality service that is capable of detecting events in heterogeneous environments, it uses an integral ontology-based approach for the semantic interpretation of ...

5 Efficient filtering in publish-subscribe systems using binary decision diagrams Alexis Campailla, Sagar Chaki, Edmund Clarke, Somesh Jha, Helmut Veith July 2001 Proceedings of the 23rd international conference on Software engineering

Full text available: pdf(225.86 KB) Additional Information: full citation, abstract, references, citings, index terms

Implicit invocation or publish-subscribe has become an important architectural style for large-scale system design and evolution. The publish-subscribe style facilitates developing large-scale systems by composing separately developed components because the style permits loose coupling between various components. One of the major bottlenecks in using publish-subscribe systems for very large scale systems is the efficiency of filtering incoming messages, i.e., matching of published events w ...

<sup>6</sup> Using publish/subscribe middleware for mobile systems

Gianpaolo Cugola, H.-Arno Jacobsen

October 2002 ACM SIGMOBILE Mobile Computing and Communications Review, Volume 6

Issue 4

Full text available: pdf(92.71 KB) Additional Information: full citation, abstract, references, index terms

The range of mobile computing applications comprises location-based services, sensor networks, and ad hoc networking. Middleware for these applications must effectively support the interaction of a priori anonymous entities, support timely decoupled processing, and mediate between potentially millions of mobile clients. These requirements are hard to achieve with traditional client/server middleware systems. We argue that the publish/subscribe paradigm effectively addresses many of the challenge ...

7 Component-based software engineering: On the event coordination in multi-component systems

Gianluca Moro, Antonio Natali

July 2002 Proceedings of the 14th international conference on Software engineering and knowledge engineering

Full text available: 1 pdf(264.22 KB) Additional Information: full citation, abstract, references

In this paper we highlight some issues on the *event consistency* in multi-component systems and the coordination activities necessary to maintain it. We point out that the generation of events of a component should change with respect to its *usage context* but

the burden of the coordination which maintains such a consistency is entrusted to the developer's cleverness because existing tools do not offer adequate solutions. Hence we present a model of the coordination activities in mul ...

Keywords: component, coordination, event, observation, system

Designing and Optimizing a Scalable CORBA Notification Service Pradeep Gore, Ron Cytron, Douglas Schmidt, Carlos O'Ryan

August 2001 ACM SIGPLAN Notices, Volume 36 Issue 8

Full text available: pdf(247.10 KB)

Additional Information: full citation, abstract, references, citings, index terms

Many distributed applications require a scalable event-driven communication model that decouples suppliers from consumers and simultaneously supports advanced quality of service (QoS) properties and event filtering mechanisms. The CORBA Notification Service provides a publish/subscribe mechanism that is designed to support scalable event-driven communication by routing events efficiently between many suppliers and consumers, enforcing various QoS properties (such as reliability, priority, orderi ...

9 Database issues for event-based middleware: Relational subscription middleware for Internet-scale publish-subscribe

Yuhui Jin, Rob Strom

June 2003 Proceedings of the 2nd international workshop on Distributed event-based systems

Full text available: pdf(103.95 KB) Additional Information: full citation, abstract, references, index terms

We present a design of a distributed publish-subscribe system that extends the functionality of messaging middleware with "relational subscriptions", to support timely updates to state derived from published messages while preserving high throughput, scalability, and reliability. Critical to our design is our service guarantee of "eventual correctness". Eventual correctness is a weaker guarantee than the ACID properties of conventional databases, yet is useful enough to deliver state that is "jus ...

**Keywords**: continuous queries, event distribution systems, monotonicity, relational subscriptions

10 <u>Wireless amd Mobile Networks Performance: Power-aware video decoding using real-</u>time event handlers

Christian Poellabauer, Karsten Schwan

September 2002 Proceedings of the 5th ACM international workshop on Wireless mobile multimedia

Full text available: pdf(210.51 KB)

Additional Information: full citation, abstract, references, citings, index terms

Multimedia applications have to receive sufficient resource allocations to maintain their desired levels of Quality of Service (QoS). On the other hand, in mobile environments, the devices on which these applications must run have to minimize power consumption to prolong battery life. Our work focuses on the QoS issues in the event-driven distribution of multimedia streams between mobile users, where a source provides interactive video in the form of streams of data events to multiple remote sin ...

Keywords: energy, event service, mobile devices

11 Reducing maintenance costs through the application of modern software architecture

## principles

Christine Hulse, Scott Edgerton, Michael Ubnoske, Louis Vazquez

September 1999 ACM SIGAda Ada Letters, Proceedings of the 1999 annual ACM SIGAda international conference on Ada, Volume XIX Issue 3

Full text available: pdf(796.32 KB) Additional Information: full citation, abstract, references, index terms

Large software programs are usually long lived and continually evolve. Substantial maintenance effort is often extended by engineers trying to understand the software prior to making changes. To successfully evolve the software, a thorough understanding of the architect's intentions about software organization is required. Software maintenance costs can be reduced significantly if the software architecture is well defined, clearly documented, and creates an environment that promotes design consi ...

**Keywords**: architecture, design patterns, modeling, real-time software, software maintenance

# 12 The Information Bus: an architecture for extensible distributed systems

Brian Oki, Manfred Pfluegl, Alex Siegel, Dale Skeen

December 1993 ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles, Volume 27 Issue 5

Full text available: pdf(1.12 MB)

Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index</u> terms

Research can rarely be performed on large-scale, distributed systems at the level of thousands of workstations. In this paper, we describe the motivating constraints, design principles, and architecture for an extensible, distributed system operating in such an environment. The constraints include continuous operation, dynamic system evolution, and integration with extant systems. The *Information Bus*, our solution, is a novel synthesis of four design principles: core communication protoco ...

## 13 Using SPIN for feature interaction analysis—a case study

Muffy Calder, Alice Miller

May 2001 Proceedings of the 8th international SPIN workshop on Model checking of software

Full text available: pdf(193.97 KB) Additional Information: full citation, abstract, references, citings

We show how SPIN is applied to analyse the behaviour of a real software artifact — feature interaction in telecommunications services. We demonstrate how minimal abstraction techniques can greatly reduce the cost of model-checking, and how analysis can be performed automatically using scripts.

# 14 Shopping models: a flexible architecture for information commerce

Steven P. Ketchpel, Hector Garcia-Molina, Andreas Paepcke

July 1997 Proceedings of the second ACM international conference on Digital libraries

Full text available: pdf(1.49 MB)

Additional Information: full citation, references, citings, index terms

# 15 From System Specification To Layout: Seamless Top-Down Design Methods for Analog and Mixed-Signal Applications

R. Sommer, I. Rugen-Herzig, E. Hennig, U. Gatti, P. Malcovati, F. Maloberti, K. Einwich, C. Clauss, P. Schwarz, G. Noessing March 2002

# Proceedings of the conference on Design, automation and test in Europe

Additional Information: full citation, abstract

Full text available: pdf(462.49 KB)

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Deisgn automation for analog/mixed-signal (A/MS) circuits and systems is still lagging behind compared to what has been reached in the digital area. As System-on-Chip (SoC) designs include analog components in more cases, these analog parts become even more a bottle neck in the overall design process. The paper is dedicated to latest R&D activities within the MEDEA project ANASTASIA. Main focus will be the development of seamless top-down design methods for integrated analog and misx-signal syste	
16 Experiences with network-based user agents for mobile applications Thomas F. La Porta, Thomas Woo, Krishan K. Sabnani, Ramachandran Ramjee August 1998 Mobile Networks and Applications, Volume 3 Issue 2	
Full text available: pdf(631.57 KB)  Additional Information: full citation, abstract, references, citings, index terms	
Wireless networks are characterized by simple end devices and limited bandwidth. One solution to address these and other limitations of the wireless mobile environment that has been widely pursued is the placement of proxies, or agents, inside the network to assist with application processing that would normally take place on end devices. These agents can additionally manipulate data to reduce bandwidth requirements and assist in providing services. The design and implementation of a user a	
17 <u>Technical papers: concurrency: Software model checking in practice: an industrial case study</u> Satish Chandra, Patrice Godefroid, Christopher Palm May 2002 <u>Proceedings of the 24th international conference on Software engineering</u>	
Full text available: pdf(1.16 MB) Additional Information: full citation, abstract, references, index terms	
We present an application of software model checking to the analysis of a large industrial software product: Lucent Technologies' CDMA call-processing library. This software is deployed on thousands of base stations in wireless networks world-wide, where it sets up and manages millions of calls to and from mobile devices everyday. Our analysis of this software was carried out using VeriSoft, a tool developed at Bell Laboratories that implements model-checking algorithms for systematically testin	
High-level constructs in the READY event notification system  Robert E. Gruber, Balachander Krishnamurthy, Euthimios Panagos September 1998 Proceedings of the 8th ACM SIGOPS European workshop on Support for composing distributed applications	
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19 A teletraffic simulator for circuit switched and signaling intelligent network with SS7 Sophia Scoggins, Mark Scoggins, Jerrold Stach December 1991 Proceedings of the 23rd conference on Winter simulation	
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20 Reuse partitioning in cellular networks in dynamic channel allocation  A. Pattavina, S. Quadri, V. Trecordi July 1999 Wireless Networks, Volume 5 Issue 4	

Full text available: pdf(230.68 KB) Additional Information: full citation, abstract, references, index terms

Great interest in recent years has been devoted to mobile communications. The research effort has been directed to increasing the capacity of radio systems by applying space reuse techniques. Higher efficiency in the usage of the available frequency spectrum can be obtained either by reducing the cell size, thus requiring the provision of new base stations, or by reusing the available spectrum more efficiently without cell size reduction. In this paper we present a dynamic frequency allocat ...

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# Implementing the Real-Time Publisher/Subscriber Model on the Controller Area Network (CAN)

(1999) (Make Corrections) (7 citations)
J. Kaiser, M. Mock

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Abstract: Designing distributed real-time systems as being composed of communicating objects offers many advantages with respect to modularity and extensibility of these systems. However, distributed real-time applications exhibit communication patterns that significantly differ from the traditional object invocation style. The publisher/subscriber model for inter-object communication matches well with these patterns. Any implementation of that model must address the problems of binding subscribers to... (Update)

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...Finally, Section 7 concludes this paper. 1. 1 Related Work Many high level protocols have been developed for the CAN in the literature [1, 9, 12, 13]. DeviceNet by Allen Bradley is one of such protocols that is widely used in industry [1] It offers a distributed object model...

.... based, anonymous group communication scheme that is often referred to as blindcast or as a publisher subscriber scheme [13, 8]. In this scheme, a communication session starts when a data producer announces a prede ned invocation channel. An invocation channel is a...

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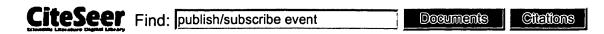
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Content-Based Networking: A New Communication Infrastructure - Carzaniga, Wolf (2001) (Correct) (11 citations) is an evolution of our work on distributed **publish/subscribe event** notification systems, particularly of www.cs.colorado.edu/~carzanig/papers/cw\_wimws01.ps.gz

One or more of the query terms is very common - only partial results have been returned. Try Google (RI).

<u>Dynamic Querying of Streaming Data with the dQUOB System - Plale, Schwan</u> (Correct) grid computing, data streams, **publish-subscribe event** channels, SQL, relational data model, ftp.cs.indiana.edu/pub/techreports/TR556.ps.Z

<u>Ecce - A Problem Solving Environments Evolution Toward.. - Schuchardt, Didier..</u> (Correct) component architecture, Ecce uses a **publish/subscribe event** system to coordinate activities between aspen.csit.fsu.edu/CandCPandE/../CCPEwebresource/C535EccePNL/c535eccepnl.pdf

The Orbit Collaboration Framework - Mansfield, Taylor (1997) (Correct) www.trc.nl/events/ecscw97oogp/papers/mansfield.pdf www.trc.nl/events/ecscw97oogp/papers.htm The Orbit Collaboration www.trc.nl/events/ecscw97oogp/papers/mansfield.pdf

<u>Java Mobile Agent for monitoring task : evaluation report - Authors Caprini</u> (Correct)

DAQ :space scalable group communication, **publish/subscribe**, **event** &listener, database independent atddoc.cern.ch/Atlas/Notes/../postscript/Note078.ps

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